IN THE CLAIMS:

Please CANCEL, WITHOUT PREJUDICE, claims 49, 51, 54, 62, and 66.

Please AMEND the claims as follows:

47.     In a game having a set rules that is played via a computer, a method for cheating

comprising the steps of:

integrating within the game a mechanism providing a second set of rules, wherein the

second set of rules allows for the set of rules to be cheated,

wherein the second set of rules is only accessed through a transaction

entailing the exchange of consideration;

receiving a request for access to the second set of rules; and

executing the transactions resulting from the received requests.

48.     The method as recited in claim 47, further comprising:

tracking the executed transactions.

52.     The method as recited in claim 50, further comprising:

associating bill amounts for each instance the second set of rules is accessed, wherein the

bill amounts depend on which rule of the second set of rules is being accessed; and

aggregating the bill amounts based on the tallied executed transactions.

55.     In a game played via a computer having a set of rules, a module allowing for the cheating of the game through the execution of a second set of rules such that access to the second set of rules is only accomplished through a transaction wherein consideration is exchanged comprising:

an integration object, the integration object providing seamless integration between the module and the game such that the second set of rules operate in the game to allow cheating of the set of rules; and

a transaction object, the transaction object transacting instances where the second set of rules are accessed.

56.     The module as recited in claim 55, further comprising a communication object, the communication object having at least one instruction to instruct the game to communicate information representative of cheating operations to a cooperating computing environment.

57.     The module as recited in claim 56, wherein the communication of the cheating operations information is communicated over a communications network.

58.     The module as recited in claim 55, wherein the transaction object keeps a running tally of executed transactions, associates bill amounts to each transaction, and aggregates the bill amounts for all of the transactions.

60.     The module as recited in claim 59, further comprising at least one instruction to instruct the game to communicate the aggregated bill amounts to a cooperating computing environment and/or to a display device.

61.     The module as recited in claim 59, wherein the bill amounts are aggregated while the game is being played.

63.     In a computer game having a set of rules, a method to allow cheating through a transaction, wherein the transaction entails the exchange of consideration, comprising:

creating a second set of rules that cheat the game set of rules, wherein access to the second set of rules is only realized through the execution of a transaction;

integrating in the computer game the second set of rules, wherein the integrating step entails offering one or more of the second set of rules as the game is being played;

receiving requests for access to the second set of rules; and

fulfilling the requests.

64.     The method as recited in claim 63, further comprising associating a bill amount for obtaining access to one or more of the second set of rules and tallying and performing an accounting of each instance when one or more of the second set of rules is accessed.